Sub-Quests Bible

ID	Sub-Quest	Cutscene	Location	Type	Synopsis	Notes
2	Script Swap	Start Quest	Near Harbour	Complex	Ed Mail asks Pepper to deliver all of these scripts for him.	could be simple
2	Script Swap	Out of Time	Various	Reset	Unknown.	
2	Script Swap	End Quest	Near Harbour	Simple	Ed mail congratulates Pepper on delivering all of the scripts.	
3	Gust of Wind	Start Quest	Pizzeria	Complex	Papa explains to Pepper that his hat is lost.	
3	Gust of Wind	Gets Hat	Unknown	Exchange Receive	Pepper finds Papa's hat.	
3	Gust of Wind	End Quest	Pizzeria	Exchange Give	Papa is overjoyed to have his hat back.	
4	Pizza Machine	Start Quest	TBob's Workshop	Simple	Technician Bob tells Pepper about the misbehaving pizza delivery machine and asks Pepper to deliver the pizzas properly. This requires finding the pizza and then delivering it to the right person.	
4	Pizza Machine	Out of Time	Various	Simple	Unknown.	
4	Pizza Machine	End Quest	TBob's Workshop	Simple	Technician Bob congratulates Pepper on delivering all of the pizzas.	
5	Skate Challenge #1	Start Quest	Unknown	Complex	Bony Hawks offers to teach Pepper some new skateboarding tricks. Then challenges Pepper to keep up with him while demonstrating these tricks.	
5	Skate Challenge #1	Failure	Various	Reset	Pepper is reset to the start of the course and given the option of trying again.	
5	Skate Challenge #1	End Quest	Unknown	Complex	Bony Hawks congratulates Pepper on his excellent skateboarding.	could be simple
6	Skate Challenge #2	Start Quest	Unknown	Simple	Bony Hawks offers to teach Pepper some new skateboarding tricks. Then challenges Pepper to keep up with him while demonstrating these tricks.	probably should be complex
6	Skate Challenge #2	Failure	Various	Reset	Pepper is reset to the start of the course and given the option of trying again.	
6	Skate Challenge #2	End Quest	Unknown	Complex	Bony Hawks congratulates Pepper on his excellent skateboarding.	could be simple
7	Skate Challenge #3	Start Quest	Unknown	Simple	Animal Chin offers to teach Pepper the last skateboarding tricks. Then challenges Pepper to keep up with him while demonstrating these tricks.	probably should be complex
7	Skate Challenge #3	Failure	Various	Reset	Pepper is reset to the start of the course and given the option of trying again.	
7	Skate Challenge #3	End Quest	Unknown	Complex	Animal Chin congratulates Pepper on mastering all of the skateboarding stunts.	could be simple
8	Flower Power	Start Quest	Party House Garden	Complex	Red Greenbase tells Pepper that his garden is just not right.	could be simple
8	Flower Power	End Quest	Party House Garden	Complex	Red Greenbase is ecstatic over his new look garden and hands Pepper a reward.	could be Exchange Receive
9	Driving Licence	Start Quest	Garage	Complex	Block Buster tells Pepper that he needs a driving licence before he can do car chase. Pepper is given a cryptic clue to look for the man in black.	
9	Driving Licence	Block Buster Repeats	Garage	Conversation	Block Buster repeats that Pepper needs a driving licence. And repeats his cryptic clue to look for the man in black.	

9	Driving Licence	Finding Nick	Police Station	Complex	Nick Brick tells Pepper to follow him and he can get a driving licence.	could be simple
9	Driving Licence	Not Good Enough	Police Station	Reset	Nick Brick tells Pepper that he's not quite good enough to get a licence, but he can try again.	
9	Driving Licence	Gets the Licence	Police Station	Complex	Nick gives Pepper the licence and finds out why Pepper needs a licence.	could be Exchange Receive
9	Driving Licence	End Quest	Garage	Complex	Pepper shows his driving licence to Block Buster.	could be simple
10	Lost Birds	Start Quest	The Vets	Complex	Pepper discovers that Rolf's birds have escaped. Rolf asks Pepper to get his birds back, and gives Pepper a bird whistle.	
10	Lost Birds	End Quest	The Vets	Complex	Rolf gives Pepper a reward for returning the birds.	
11	Skate Race #1	Start Quest	Unknown	Simple	Bony Hawks challenges Pepper to a skateboard race around LEGO Island.	
11	Skate Race #1	Failure	Various	Reset	Pepper is reset to the start of the course and given the option of trying again.	
11	Skate Race #1	End Quest	Unknown	Complex	Bony Hawks congratulates Pepper on beating him at the race, and suggests that Pepper might be good enough to race Animal Chin.	could be simple
11	Skate Race #1	Play Again	Unknown	Conversation	Pepper challenges Bony Hawks to a skateboard race around LEGO Island.	
12	Skate Race #2	Start Quest	Unknown	Simple	Animal Chin challenges Pepper to a skateboard race around LEGO Island.	
12	Skate Race #2	Failure	Various	Reset	Pepper is reset to the start of the course and given the option of trying again.	
12	Skate Race #2	End Quest	Unknown	Complex	Animal Chin congratulates Pepper on beating him at the race, and gives Pepper a LAFTA.	could be Exchange Receive
12	Skate Race #2	Play Again	Unknown	Conversation	Pepper challenges Animal Chin to a skateboard race around LEGO Island.	
13	Driving Challenge A	Start Quest	Party House	Complex	Rhoda Hogg challenges Pepper to a race.	
13	Driving Challenge A	Failure	Various	Simple	Rhoda Hogg tells Pepper that he's quite a good driver and would he like to race her again.	
13	Driving Challenge A	End Quest	Various	Simple	Rhoda Hogg congratulates Pepper on beating her in a race, and suggests Pepper tries to race Studz Linking.	
14	Driving Challenge B	Start Quest	Party House	Complex	Studz Linking challenges Pepper to a race.	
14	Driving Challenge B	Failure	Various	Simple	Studz Linking gloats over beating Pepper in the race.	
14	Driving Challenge B	End Quest	Various	Simple	Studz Linking is impressed by Peppers driving skills.	
15	Sneak 1	Start Quest	Jack O Trade's House	Complex	Pepper sees Jack tight rope walking and asks what is he doing. Jack explains and shows Pepper how to tight rope walk.	
15	Sneak 1	Failure	Jack O Trade's House	Reset	Jack tells Pepper to try again.	
15	Sneak 1	End Quest	Jack O Trade's House	Simple	Jack congratulates Pepper on his tight rope skills. Jack mentions using these skills to sneak up on people.	
16	Sneak 2	Start Quest	Jack O Trade's House	Complex	Jack shows Pepper how to sneak up on Brickster Bots.	
17	Crazy Pizza	Start Quest	Pizzeria	Simple	Papa Brickolini asks Pepper to deliver a stack of pizzas for him.	
17	Crazy Pizza	Out of Time	Various	Simple	Unknown.	

17	Crazy Pizza	End Quest	Pizzeria	Simple	Papa congratulates Pepper on his excellent delivery skills.	
18	Boat Licence	Start Quest	Harbour	Complex	Block Buster tells Pepper that he needs a boat licence to be allowed to film the jet-ski chase.	could be simple
18	Boat Licence	Asking for a Licence	Res-Q-HQ	Simple	Pepper asks Valerie Stubbins for a boat licence. She tells Pepper that he needs to show her how well he handles a boat.	
18	Boat Licence	Failure	Various	Reset	Valerie asks Pepper if he would like to try again.	
18	Boat Licence	End Quest	Res-Q-HQ	Complex	Valerie gives Pepper the boat licence.	could be Exchange Receive
19	Self Drive	Start Quest	TBob's Workshop	Simple	Technician Bob asks Pepper to recover his runaway car.	
19	Self Drive	Ed Mail's Clue	Various	Simple	Ed Mail tells Pepper one method of stopping the runaway car.	
19	Self Drive	Papa Brickolini's Clue	Pizzeria	Simple	Papa Brickolini tells Pepper one method of stopping the runaway car.	
19	Self Drive	Block Buster's Clue	Unknown	Simple	Block Buster tells Pepper one method of stopping the runaway car.	
19	Self Drive	End Quest	TBob's Workshop	Complex	Technician Bob is pleased to have his car back and enthuses about his inventions.	
20	Beach Ball	Start Quest	Beach	Simple	The footballers ask Pepper to find their lost beach ball that floated out to sea.	
20	Beach Ball	Sneak Clue	Beach	Simple	Jack O Trades gives Pepper a clue about the sneak quests being available.	
20	Beach Ball	End Quest	Beach	Simple	The footballers are pleased to get their ball back and thank Pepper.	
21	Diversion Dilemma	Start Quest	Unknown	Simple	Nick Brick tells Pepper of his difficulties in setting up a diversion and asks Pepper to help him.	
21	Diversion Dilemma	Naughty Brickster-Bots	Various	Complex	Pepper spots a Brickster-Bot interfering with a diversion sign.	
21	Diversion Dilemma	End Quest	LEGO Studio	Complex	The diversion works perfectly and Nick is pleased.	
22	Short Sighted	Start Quest	Beach near Res-Q-HQ	Complex	Valerie Stubbins asks Pepper to look for her lost binoculars	
22	Short Sighted	Naughty Brickster-Bot	Unknown	Simple	Pepper spots the brickster bot that has stolen Valerie's binoculars.	
22	Short Sighted	End Quest	Beach near Res-Q-HQ	Exchange Give	Valerie is pleased when Pepper returns her binoculars.	
23	Boat Challenge A	Start Quest	Harbour	Complex	Pepper finds Snap Lockitt holding some water ski's. Snap asks Pepper to drive a speedboat for him so Snap can water ski.	
23	Boat Challenge A	Speed Boat Over Jump	Various	Complex	Pepper breaks the speedboat by driving it over a jump. Pepper is given the option of trying again.	
23	Boat Challenge A	Too Many Jumps Missed	Various	Complex	Snap is upset that he is not water-skiing as well as he would like. He asks Pepper if he would like to try again.	
23	Boat Challenge A	Jack O Trades Clue	Jack O Trade's Shop	Simple	Jack O Trades gives Pepper a clue that Snap Lockitt likes water skiing.	
23	Boat Challenge A	End Quest	Harbour	Complex	Snap thanks Pepper for helping him water ski.	
24	Boat Challenge B	Start Quest	Harbour	Complex	Snap Lockitt challenges Pepper to a race around the island on jet-ski's.	could be simple
24	Boat Challenge B	Run Aground	Various	Reset	Game resets and Pepper is given an option to restart.	
24	Boat Challenge B	Failure	Various	Reset	Game resets and Pepper is given an option to restart.	

24	Boat Challenge B	End Quest	Harbour	Exchange Receive	Snap congratulates Pepper on winning and gives him a prize.	
25	Lost Brick	Nancy - Start Quest	Garage	Complex	Nancy asks Pepper to find the missing brick from the car Nubby is fixing. Pepper is shown a picture of the brick so he knows what he is looking for.	could be simple
25	Lost Brick	Nancy Repeats Herself	Garage	Conversation	Nancy reminds Pepper to find the missing brick.	
25	Lost Brick	Nubby - Start Quest	Garage	Complex	Nubby asks Pepper to find the missing brick from the car he is fixing. Pepper is shown a picture of the missing brick so he knows what to look for.	could be simple
25	Lost Brick	Nubby Repeats Himself	Garage	Conversation	Nubby reminds Pepper to find the missing brick.	
25	Lost Brick	Bill Ding Clue	Bill Ding's House	Complex	Bill Ding tells Pepper in a flashback about the circumstances of his car breaking down.	
25	Lost Brick	Jack O Trades Clue	Jack O Trade's Shop	Simple	Jack O Trades tells Pepper about a mysterious brickster bot carrying a strange glowing brick.	
25	Lost Brick	Super Stationmaster Clue	Railway Station	Complex	Super Stationmaster tells Pepper about some ugly new buildings that have been built on the island.	could be simple
25	Lost Brick	Footballers Clue	Football Pitch	Complex	The Footballers complain about loosing a football in an ugly junkyard guarded by brickster bots.	could be simple
25	Lost Brick	Planning Permission	Bill Ding's House	Simple	Bill Ding is surprised that some buildings have been built without his authority.	
25	Lost Brick	The Junkyard	Junkyard	Complex	Pepper is given an overview of the junkyard and the guarding brickster bots.	
25	Lost Brick	Spotted	Junkyard	Complex	The brickster bot raises the alarm and tries to catch Pepper.	
25	Lost Brick	Caught	Junkyard	Complex	Pepper is thrown out of the junkyard.	
25	Lost Brick	End Quest	Garage	Complex	Nubby is pleased to get the right brick and rewards Pepper with the 'wrong' brick.	could be Exchange Receive
26	Floating Trouble	Start Quest	Unknown	Complex	Pepper spots someone suspended by a large number of balloons. The suspended person asks Pepper to get them down by popping the balloons with thrown pizza.	
26	Floating Trouble	Plummet	Unknown	Complex	The last balloon is popped and the character falls to the ground and is left dazed.	
26	Floating Trouble	End Quest	Unknown	Simple	The character thanks Pepper for getting him down.	
27	Back-Words	Start Quest	Radio Station	Simple	The DJ tries to talk to Pepper but Pepper cannot understand him as the DJ is talking backwards.	
27	Back-Words	DJ Repeats	Radio Station	Conversation	The DJ is still talking backwards but slower. He is trying to get Pepper to fetch Technician Bob.	
27	Back-Words	Getting Bob	TBob's Workshop	Simple	Pepper asks Technician Bob to come to the Radio Station to help the DJ.	
27	Back-Words	End Quest	Radio Station	Complex	Technician Bob solves the problem with DJ and his music.	
28	Out to Sea	Start Quest	TBob's Workshop	Complex	Technician Bob is worried about a new gizmo if his that Rhoda Hogg was testing for him. He asks Pepper to look for the gizmo and get it back to him, oh and rescue Rhoda as well.	might be simple
28	Out to Sea	Valerie's Clue	Beach near Res-Q-HQ	Complex	Valerie has spotted Rhoda floating out to sea, but can't rescue her because Valerie has to stay on the beach and lifeguard. So Valerie asks Pepper to rescue Rhoda.	

28	Out to Sea	Red's Clue	Party House	Simple	Red Greenbase is worried about Rhoda Hogg as she is late for lunch.	
28	Out to Sea	Snap's Clue	Beach	Simple	Snap Lockitt is worried about Rhoda Hogg as she was supposed to meet him and show him a 'rad' gizmo that she was testing for Technician Bob. But Rhoda has not turned up.	
28	Out to Sea	Boat too Small	Out to Sea	Simple	Rhoda complains to Pepper about Technician Bob's buggy inventions. Then she asks Pepper to fetch a boat so he can rescue her.	
28	Out to Sea	Pepper to the Rescue	Out to Sea	Complex	Rhoda scrambles into the boat Pepper is driving and complains about testing Technician Bobs broken gizmo.	
28	Out to Sea	Pepper gets a Boat	Out to Sea	Complex	Rhoda scrambles into the boat Pepper is driving and asks Pepper about sea monsters.	
28	Out to Sea	End Quest	Various	Complex	Rhoda is ecstatic to be back on solid ground and gives Pepper a reward.	could be Exchange Receive
29	Plane Licence	Start Quest	Airport	Complex	Block Buster has a rant when he finds out that Pepper doesn't have a flying licence. Then Technician Bob offers to teach Pepper how to fly and get him his flying licence.	could be simple
29	Plane Licence	Ring Missed	Various	Reset	Pepper is reset to the start of the course and given the option of restarting.	
29	Plane Licence	Too Slow	Various	Reset	Pepper is reset to the start of the course and given the option of restarting.	
29	Plane Licence	End Quest	Airport	Complex	Pepper is enthusiastic about flying and Technician Bob gives him his flying licence.	could be Exchange Receive
30	Flying Chair	Start Quest	TBob's Workshop	Complex	Technician Bob asks Pepper to recover the chair floating above his workshop.	
30	Flying Chair	End Quest	TBob's Workshop	Complex	Technician Bob explains why his flying gizmo doesn't work and gives Pepper the LAFTA that powered the gizmo.	could be Exchange Receive
31	Spanner Sandwich (A)	Start Quest	Garage	Complex	Nubby Stevens tells Pepper that he has picked up someone's sandwich box instead of his tool box. Nubby asks Pepper to look for his tool box. And Gives Pepper the sandwich box.	could be Exchange Receive
31	Spanner Sandwich (A)	Snap's Tools	Beach	Complex	Snap Lockitt moans that his sandwich box is full of spanners. Pepper gives Snap the sandwich box and takes away the tool box.	
31	Spanner Sandwich (A)	End Quest	Garage	Complex	Nubby is pleased to have his tool box back.	
32	Spanner Sandwich (B)	Start Quest	Beach	Complex	Pepper finds Snap Lockitt puzzled, because his sandwich box is full of spanners.	could be Exchange Receive
32	Spanner Sandwich (B)	Not Bob's	TBob's Workshop	Complex	Technician Bob has not lost any spanners.	
32	Spanner Sandwich (B)	Nubby's Sandwiches	Garage	Complex	Nubby is pleased to get his spanners back and gives Pepper the sandwich box.	
32	Spanner Sandwich (B)	End Quest	Beach	Exchange Give	Snap is pleased to get his sandwiches and suntan lotion.	

33	Plane Challenge	Start Quest	Unknown	Simple	Pepper brags to Super Stationmaster about how good at flying Pepper has become. Super Stationmaster challenges Pepper to prove it.	
33	Plane Challenge	Failure	Various	Reset	Pepper is reset to the start of the course and given the option of restarting.	
33	Plane Challenge	End Quest	Airport	Complex	Super Stationmaster is impressed by Peppers flying and gives him a reward.	could be Exchange Receive
34	Peppers Flying Tour	Start Quest	Airport	Simple	Block Buster is admiring planes and asks Pepper to give him a flying tour of the island.	
34	Peppers Flying Tour	Phil's Clue	LEGO Studio	Simple	Phil Film wonders where Block Buster has disappeared to, as they shouldn't film without him.	
34	Peppers Flying Tour	Liam's Clue	LEGO Studio	Complex	Liam Lense wonders where Block Buster has disappeared to.	could be simple
34	Peppers Flying Tour	Belinda's Clue	LEGO Studio	Complex	Belinda Blink is worried about Block Buster as he has gone missing.	could be simple
34	Peppers Flying Tour	Penelope's Clue	LEGO Studio	Simple	Penelope Puff tells Pepper that Block Buster has gone to the Airport.	
34	Peppers Flying Tour	To The Information Centre	Airport	Complex	Block Buster asks Pepper to fly over the Information Centre.	
34	Peppers Flying Tour	To Space Mountain	Information Centre	Complex	Block Buster asks Pepper to fly over Space Mountain.	
34	Peppers Flying Tour	To The Res-Q-HQ	Space Mountain	Complex	Block Buster asks Pepper to fly over the Res-Q-HQ.	
34	Peppers Flying Tour	To Peppers House	Res-Q-HQ	Complex	Block Buster asks Pepper to fly over Peppers House.	
34	Peppers Flying Tour	To The Harbour	Peppers House	Complex	Block Buster asks Pepper to fly over the Harbour.	
34	Peppers Flying Tour	To LEGO Studios	Harbour	Complex	Block Buster asks Pepper to fly over LEGO Studios.	
34	Peppers Flying Tour	To The Airport	LEGO Studio	Complex	Block Buster says that's enough and that they should land now.	
34	Peppers Flying Tour	Too Slow	Various	Reset	Block Buster complains that Pepper is taking too long. Pepper is reset to the start and the option of trying again is given.	probably unnecessary
34	Peppers Flying Tour	End Quest	Airport	Complex	Block Buster enjoyed flying and gives Pepper a reward.	could be Exchange Receive
35	Tri-Gizmo Part 1	Start Quest	TBob's Workshop	Simple	Technician Bob needs a specialist tool and asks Pepper to find one for him.	
35	Tri-Gizmo Part 1	The Garage	Garage	Complex	Nubby gives Pepper the 3/16ths left handed spanner that he was looking for.	could be Exchange Receive
35	Tri-Gizmo Part 1	Next Quest	TBob's Workshop	Exchange Give	Pepper gives Technician Bob the spanner and Technician Bob sends Pepper off to get him a sample of cloud.	
36	Tri-Gizmo Part 2	Jack O Trades Shop	Jack O Trade's Shop	Complex	Pepper asks Jack O Trades if he has any airtight containers. Jack O Trades tells Pepper to try Margarets shop.	
36	Tri-Gizmo Part 2	M.P.Posts Shop	M.P.Posts Shop	Complex	Pepper gets an airtight jar from Margarets Shop.	could be Exchange Receive
36	Tri-Gizmo Part 2	Getting Some Cloud	Various	Complex	Pepper swipes the jar through the cloud and seals it.	

36	Tri-Gizmo Part 2	Next Quest	TBob's Workshop	Complex	Pepper gives Technician Bob the sample of cloud. Bob is pleased and asks Pepper to try to bring him the mythical self-morphing plant.	could be Exchange Give
37	Tri-Gizmo Part 3	Nick's Clue	Police Station	Complex	Nick Brick accidentally lets Pepper know that the self-morphing plant lives on an islet.	could be simple
37	Tri-Gizmo Part 3	Nancy's Clue	Garage	Simple	Nancy tells Pepper that the self-morphing plant lives on an islet.	
37	Tri-Gizmo Part 3	Bill Ding's Clue	Bill Ding's House	Simple	Bill Ding tells Pepper that the self-morphing plant must live somewhere where there isn't a road, railway, tunnel, bridge or other building.	
37	Tri-Gizmo Part 3	Rolf's Clue	The Vets	Simple	Rolf the Vet tells Pepper that the plant lives somewhere with a lot of birds.	
37	Tri-Gizmo Part 3	Snap's Clue	Beach	Complex	Snap Lockitt tells Pepper that the self morphing plant lives in sight of spire rock.	could be simple
37	Tri-Gizmo Part 3	Red's Clue	Party House	Simple	Red Greenbase tells Pepper that self morphing plants need somewhere shady to grow, so it would live in a forest or in a cave.	
37	Tri-Gizmo Part 3	Papa's Clue	Pizzeria	Simple	Papa Brickolini tells Pepper that the self morphing plant lives near the sea.	
37	Tri-Gizmo Part 3	Stationmaster's Clue	Railway Station	Complex	Super Stationmaster tells Pepper that the plant lives in a cave.	could be simple
37	Tri-Gizmo Part 3	Mama's Clue	Pizzeria	Simple	Mama Brickolini tells Pepper that the plant likes singing.	
37	Tri-Gizmo Part 3	DJ's Clue	Radio Station	Simple	DJ tells Pepper that the plant likes to listen to the radio station.	
37	Tri-Gizmo Part 3	Finding the Plant	Plant Grotto	Complex	Pepper finds the self morphing plant, which refuses to move unless Pepper finds it a comfortable plant pot to sit in.	
37	Tri-Gizmo Part 3	Getting a Plant Pot	Jack O Trade's Shop	Complex	Pepper gets a plant pot from Jack O Trades shop.	could be Exchange Receive
37	Tri-Gizmo Part 3	Moving the Plant	Plant Grotto	Complex	The plant gets out of the ground and into the plant pot.	
37	Tri-Gizmo Part 3	Next Quest	TBob's Workshop	Complex	Technician Bob is pleased to finally meet the self morphing plant and now asks Pepper to get him a piping hot pizza as he hasn't eaten for three days.	
38	Medical Worry	Start Quest	Patients House	Complex	Pepper discovers Dr Clickitt trying to cure a patient who has a monkey on his head. Dr Clickitt doesn't have his medical bag and sends Pepper to get it for him.	
38	Medical Worry	Pete Bog Helps	Hospital	Complex	Pete Bog tells Pepper that Dr Clickitts bag is in the ambulance. And Pete Bog doesn't know where the ambulance is.	
38	Medical Worry	Return and Enter	Unknown	Complex	Pepper catches up with Return and Enter and gets them to take the ambulance and medical bag to Dr Clickitt.	
38	Medical Worry	End Quest	Patients House	Complex	Pepper watches as Dr Clickitt fixes his patient up.	
39	Tri-Gizmo Part 5	Ed Mail's Clue	Various	Simple	Ed Mail tells Pepper one method for getting a brickulating brick.	
39	Tri-Gizmo Part 5	Brickster's Clue	Unknown	Simple	The Brickster gives Pepper a clue for getting a brickulating brick, oh and is quite insulting.	would be better as Complex
39	Tri-Gizmo Part 5	Irate Driver	Various	Complex	The driver berates Pepper for breaking his car.	

39	Tri-Gizmo Part 5	The Junkyard	Junkyard	Complex	Pepper is given an overview of the junkyard and the guarding brickster bots.	identical to Lost Brick
39	Tri-Gizmo Part 5	Spotted	Junkyard	Complex	The brickster bot raises the alarm and tries to catch Pepper.	identical to Lost Brick
39	Tri-Gizmo Part 5	Caught	Junkyard	Complex	Pepper is thrown out of the junkyard.	identical to Lost Brick
39	Tri-Gizmo Part 5	End Quest	TBob's Workshop	Complex	Bob is pleased to get the brickulating brick and will tell Pepper when the Tri-Gizmo has been completed.	
40	Pranksters Part 1	Start Quest	Phil's Trailer	Simple	Phil asks Pepper to get him a bucket for a prank to play on Liam.	
40	Pranksters Part 1	Getting a Bucket	Jack O Trade's Shop	Complex	Pepper gets a bucket from Jacks shop.	could be Exchange Receive
40	Pranksters Part 1	End Quest	Phil's Trailer	Complex	Pepper gives Phil the bucket, and Phil tells Pepper to go to Liams to see the prank.	could be Exchange Give
40	Pranksters Part 1	Prank Cutscene	Liam's Trailer	Complex	Liam opens the door to his trailer and a bucket of water falls on his head.	
41	Pranksters Part 2	Start Quest	Liam's Trailer	Simple	Liam asks Pepper to hell him get revenge on Phil, all he needs is a banana skin.	
41	Pranksters Part 2	Getting a Banana	M.P.Posts Shop	Exchange Receive	Pepper gets a banana from Margarets shop.	
41	Pranksters Part 2	End Quest	Liam's Trailer	Complex	Pepper eats the banana and give the skin to Liam. Liam tells Pepper to go to Phil's trailer to see Liam's revenge.	could be Exchange Give
41	Pranksters Part 2	Prank Cutscene	Phil's Trailer	Complex	Phil falls several times because of the banana skin on his path.	
42	Pranksters Part 3	Start Quest	Phil's Trailer	Complex	A bandaged Phil asks Pepper to get him some shoe polish.	
42	Pranksters Part 3	Jack O Trades Clue	Jack O Trade's Shop	Simple	Pepper asks Jack for some shoe polish. But Jack has sold his entire stock to Nick Brick.	
42	Pranksters Part 3	Getting the Shoe Polish	Police Station	Complex	Pepper finds Nick at the end of Nick's shoe polishing marathon. Nick gives Pepper a tin of shoe polish.	could be Exchange Receive
42	Pranksters Part 3	End Quest	Phil's Trailer	Exchange Give	Pepper gives Phil the shoe polish. Phil tells Pepper to go to LEGO Studio to see the prank.	
42	Pranksters Part 3	Prank Cutscene	LEGO Studio	Complex	Liam gets a black eye from the shoe polish on his camera and all of the film crew laugh at him.	
43	Pranksters Part 4	Start Quest	Liam's Trailer	Simple	Liam asks Pepper to get him some white paint for his next prank on Phil.	
43	Pranksters Part 4	Getting the Paint	Building Site	Complex	Bill makes Pepper wear a hard hat and then gives him the paint Pepper wants.	could be Exchange Receive
43	Pranksters Part 4	End Quest	Liam's Trailer	Exchange Give	Pepper gives Liam the paint and is told to go to Phils trailer to see the prank.	
43	Pranksters Part 4	Prank Cutscene	Phil's Trailer	Complex	Ed Mail delivers a letter to Phil. Phil is too scared to open the letter and asks Ed to open it for him. The letter is a wet paint sign. Phil realises that the bench he is sitting on is covered in wet paint and stands up revealing white stripes on his back and legs.	
44	Pranksters Part 5	Start Quest	Phil's Trailer	Complex	Phil asks Pepper to get a skunk for his next prank on Liam. He also gives Pepper a plaster to protect his nose.	could be simple

44	Pranksters Part 5	Getting a Skunk	Vets	Complex	Rolf thinks Pepper is going to release the skunk into the wild for him. Rolf puts a peg on his nose and fetches the skunk which he then gives to Pepper.	could be Exchange Receive
44	Pranksters Part 5	End Quest	Phil's Trailer	Complex	Pepper gives Phil the skunk.	could be Exchange Give
44	Pranksters Part 5	Prank Cutscene	Liam's Trailer	Complex	Liam goes to his trailer and is overcome by the fumes of the skunk that has been locked in his trailer.	
45	Pranksters Part 6	Start Quest	Liam's Trailer	Complex	A slightly green Liam asks Pepper to get him a pizza for his revenge on Phil for the skunk.	
45	Pranksters Part 6	Getting a Pizza	Pizzeria	Exchange Receive	Pepper gets a super hot pizza from Papa Brickolini.	
45	Pranksters Part 6	Spiking the Pizza	Liam's Trailer	Complex	Pepper returns to Liam with the pizza. Liam pours chilli sauce onto the pizza and asks Pepper to deliver it to Phil.	
45	Pranksters Part 6	End Quest	Phil's Trailer	Complex	Pepper delivers the pizza to Phil, who eats it in one go. Phil then goes bright red, steam comes from his ears and flames jet from his mouth. Pepper gives Phil an ice lolly to help cool him down.	
46	Pranksters Part 7	Start Quest	Phil's Trailer	Complex	Phil is eating a huge tub of ice-cream. He asks Pepper to get him some ants for the final prank he will play on Liam.	could be simple
46	Pranksters Part 7	Rolf's Clue	Vets	Simple	Pepper asks Rolf where he can find some ants. Rolf tells him to look in the wood.	
46	Pranksters Part 7	Not Collecting Ants	Ants Nest	Complex	Pepper tries to collect the ants without a container for them. The ants spell out to Pepper that he needs a container.	
46	Pranksters Part 7	Getting a Container	M.P.Posts Shop	Exchange Receive	Pepper gets a jar from Margarets shop.	
46	Pranksters Part 7	Collecting Ants	Ants Nest	Complex	Pepper swipes the jar near the ants, collecting some and he seals the jar.	
46	Pranksters Part 7	End Quest	Phil's Trailer	Exchange Give	Pepper gives Phil the jar of ants.	
46	Pranksters Part 7	Prank Cutscene	Liam's Trailer	Complex	Liam puts on his overalls which are full of ants. Liam jumps into a pond for relief. When Phil turns up Liam pulls him into the pond. Then Phil and Liam pull Pepper into the pond.	
47	A Bucketful of Notes	Start Quest	Pizzeria	Complex	Mama is unhappy because her piano is making noise instead of music. Mama asks Pepper to find out what has happened to the islands music.	
47	A Bucketful of Notes	Talking to Rhoda	Party House	Complex	Pepper tells Rhoda that she has stolen all of the islands music.	could be simple
47	A Bucketful of Notes	Talking to Red Greenbase	Party House	Complex	Pepper tells Red that he has all of the islands music.	could be simple
47	A Bucketful of Notes	Party Over	Party House	Complex	Red Greenbase turns the party music off and all of the partying musical notes collapse in a heap.	
47	A Bucketful of Notes	DJ Clue	Radio Station	Complex	The DJ points Pepper at the party house, as all of the music he is broadcasting seems to go there.	
47	A Bucketful of Notes	Animal Chin Clue	A Park	Complex	Animal Chin shows Pepper that his radio doesn't seem to be working properly and suggests that Pepper should visit the Radio Station.	
47	A Bucketful of Notes	Margaret Clue	M.P.Posts Shop	Conversation	Margaret complains that the only music to be heard on the island is the raucous racket emanating from the Party house.	

47	A Bucketful of Notes	End Quest	Pizzeria	Complex	Pepper pours the musical notes into Mama's piano, and Mama bursts into song when she realises that the piano is making music again.	
48	Bird Nest	Start Quest	Unknown	Complex	Block Buster is upset because a bird has stolen his megaphone, Pepper is shown the robbery in flashback. Block Buster asks Pepper to get his megaphone back for him.	could be simple
48	Bird Nest	Pepper Gets the Megaphone	Ledge on Space Mountain	Complex	Pepper picks up the megaphone and discovers a LAFTA underneath, Pepper takes the LAFTA as well.	
48	Bird Nest	Pepper Scares the Bird	Ledge on Space Mountain	Complex	The bird grabs the megaphone and flies off.	
48	Bird Nest	End Quest	LEGO Studio	Exchange Give	Pepper gives the megaphone back to Block Buster.	
49	Mail Madness	Start Quest	Various	Complex	Ed Mail is dragging a huge sack of letters, when Ed sees Pepper he asks him to deliver the letters for him.	could be simple
49	Mail Madness	Out of Time	Various	Simple	Unknown.	
49	Mail Madness	End Quest	Various	Simple	Ed Mail thanks Pepper for helping him.	
50	Lost But Found 1	Start Quest	Various	Complex	Pepper finds Nick Brick walking a dog. Nick is looking for a lost cat but he's only found this lost dog.	
50	Lost But Found 1	Laura and Cat	Various	Complex	Pepper finds Laura Brick carrying a cat. Laura is looking for a lost dog but she's only found this lost cat. Laura realises that she has the cat Nick is looking for and he has the dog she is looking for.	
50	Lost But Found 1	Return the Pets	Unknown	Complex	Nick and Laura get together and ask Pepper to take the cat and dog back to their owners.	
50	Lost But Found 1	Returning the Cat	M.P.Posts Shop	Complex	Pepper returns the cat to Margaret, and is given a reward.	could be Exchange Receive
50	Lost But Found 1	Returning the Dog	Radio Station	Simple	Pepper returns the dog to the DJ and has the next song dedicated to him.	could be simple
51	Lost But Found 2	Start Quest	Various	Complex	Pepper finds Laura Brick carrying a cat. Laura is looking for a lost dog but she's only found this lost cat.	
51	Lost But Found 2	Nick and the Dog	Various	Complex	Pepper finds Nick Brick walking a dog. Nick is looking for a lost cat but he's only found this lost dog. Nick realises that Laura has the cat he is looking for and he has the dog she is looking for.	
51	Lost But Found 2	Return the Pets	Unknown	Complex	Nick and Laura get together and ask Pepper to take the cat and dog back to their owners.	
51	Lost But Found 2	Returning the Cat	M.P.Posts Shop	Complex	Pepper returns the cat to Margaret, and is given a reward.	could be Exchange Receive
51	Lost But Found 2	Returning the Dog	Radio Station	Complex	Pepper returns the dog to the DJ and has the next song dedicated to him.	could be simple
52	Foolish Footballer	Start Quest	Police Station	Simple	Pepper talks to a footballer who is stuck on the roof of the Police Station. Nick and Laura suggest getting a ladder from Jack O Trades.	

52	Foolish Footballer	Jack O Trades Clue	Jack O Trade's Shop	Complex	Pepper asks Jack O'Trades for a ladder, but Jack has a better idea. They have to reform the Flying Legondos. But Jack doesn't know where the other members of the Flying Legondos have gone, except one lives near the beach now. Jack asks Pepper to find all the other members of the Flying Legondos.	could be simple
52	Foolish Footballer	Finding Gideon Worse	House Near the Beach	Simple	Pepper finds Gideon Worse, he asks if Gideon knows where Polly Gone lives. Gideon tells Pepper that Polly lives near the forest.	
52	Foolish Footballer	Finding Polly Gone	House Near the Forest	Simple	Pepper finds Polly Gone. Polly tells Pepper that Bradford Brickford lives somewhere near Space Mountain.	
52	Foolish Footballer	Finding Bradford Brickford	House Near Space Mountain	Simple	Pepper finds Bradford Brickford. Bradford is unsure where Shiny Doris lives but thinks its somewhere in the north of the island.	
52	Foolish Footballer	Finding Shiny Doris	Somewhere in the North of the Island	Simple	Pepper finds Shiny Doris. She tells Pepper that Bumpy Kindergreen lives next door and she will bring him along to meet Jack O'Trades.	
52	Foolish Footballer	End Quest	Police Station	Complex	The Flying Legondos form a human pyramid to reach the footballer on the roof. The footballer scrambles to safety.	
53	Shopper Panic	Start Quest	M.P.Posts Shop	Complex	Pepper discovers Margaret Patricia Post outside her shop with a huge pile of shopping bags. Margaret asks Pepper to deliver everyone's shopping to them.	could be simple
53	Shopper Panic	Out of Time	Various	Simple	Unknown.	
53	Shopper Panic	End Quest	M.P.Posts Shop	Simple	Margaret thanks Pepper for delivering all of the shopping.	
54	Brickulating Race	Start Quest	Harbour	Complex	Technician Bob challenges Pepper to a race on the water, on land and in the air to test his newly finished Brickulating gizmo.	
54	Brickulating Race	Missed Checkpoint	Various	Reset	Pepper is reset to the checkpoint he has missed and warned not to miss checkpoints. Before being allowed to continue.	
54	Brickulating Race	Pepper Loses	Various	Complex	Peppers vehicle breaks down. The holographic Infomaniac lets Pepper know that Bob has been informed. Pepper is reset to the start of the course. Bob has fixed the problem and they can race again.	could be reset
54	Brickulating Race	End Quest	Harbour	Complex	Technician Bob gives Pepper a Brickulating Gizmo to keep.	could be Exchange Receive
55	Towering Column	NA	NA		No Cutscenes.	
56	Tri-Gizmo Part 4	Getting the Pizza	Pizzeria	Complex	Pepper gets a super pizza from Papa.	could be Exchange Receive
56	Tri-Gizmo Part 4	Too Cold	Various	Reset	Pepper is reset to the Pizzeria and is given another pizza to deliver to Bob before it gets cold.	
56	Tri-Gizmo Part 4	End Quest	TBob's Workshop	Complex	Bob eats the pizza quickly and with relish. Bob then asks Pepper to find him a brickulating brick to study.	
X	Backstage Pass	Start Quest	Film Studio Side Entrance	Complex	Pepper goes to the film studio. He can't get in until he gets a photograph for his backstage pass.	
X	Backstage Pass	Guard Repeats	Film Studio Side Entrance	Conversation	The security guard repeats that Pepper needs a photograph.	

X	Backstage Pass	Photographer	Film Studio Main Entrance	Complex	Pepper gets his photograph taken by the photographer, and is given the photo.
X	Backstage Pass	Completed Pass	Film Studio Side Entrance	Complex	Pepper returns with his photo. Gives it to the guard. But the pass is blown up into the air.
X	Backstage Pass	End Quest	Film Studio Side Entrance	Simple	Pepper recovers the backstage pass and is let into the studio.